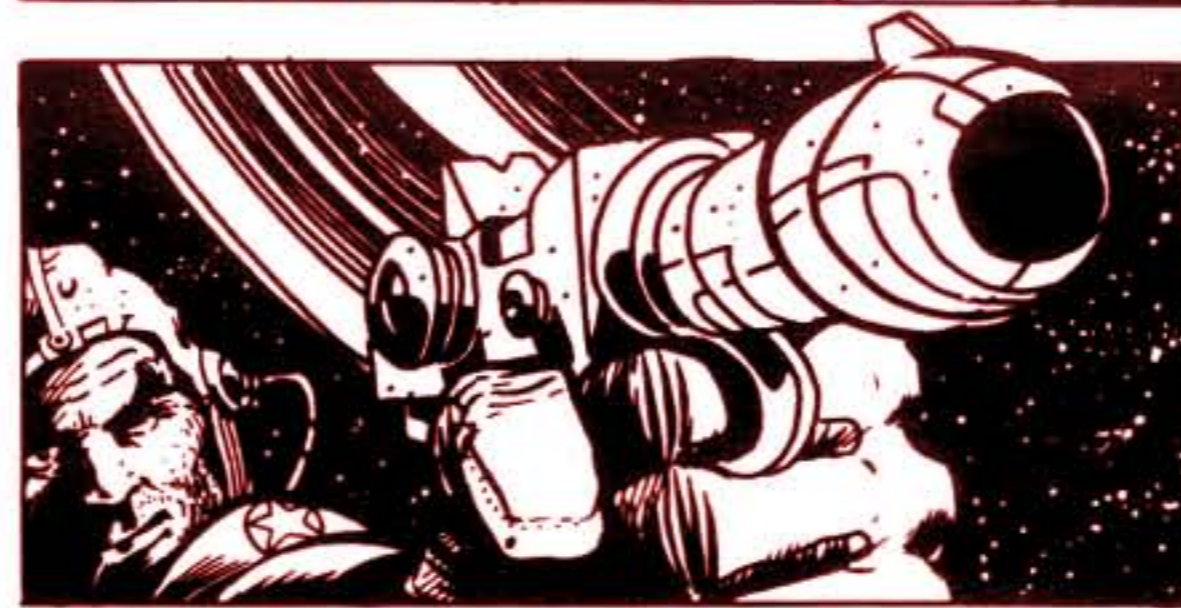
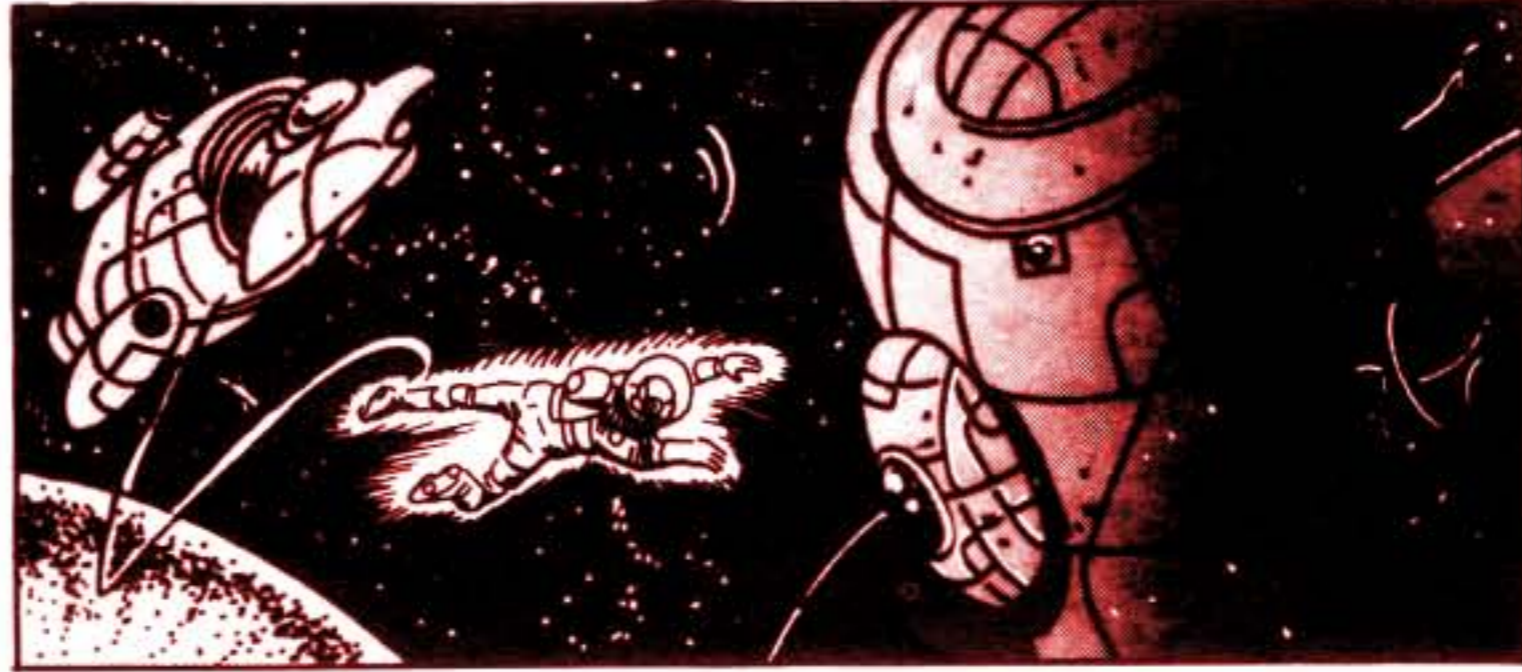


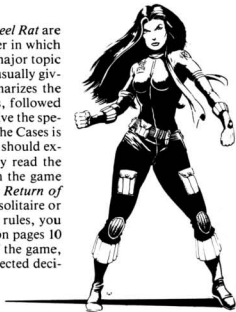
HARRY HARRISON'S THE RETURN OF THE STAINLESS STEEL RAT RULES OF PLAY



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Read This First:

The rules to *The Return of the Stainless Steel Rat* are organized by major topics arranged in the order in which they occur in the play of the game. Each such major topic is given a number and a name, below which is usually given a General Rule or description which summarizes the rules in that Section. This is, in most instances, followed by numbered paragraphs called Cases, which give the specifics of the rules. Note that the numbering of the Cases is a decimal form of the Section number. Players should examine the map and counters and then quickly read the rules, without trying to memorize them. Then the game should be set up and a "trial run" made. *The Return of the Stainless Steel Rat* is designed to be played solitaire or with two players. Note that, when reading the rules, you should avoid reading through the paragraphs on pages 10 through 15. These paragraphs are the heart of the game, and their intent is to challenge you with unexpected decisions and events.



Inventory of Game Parts

Each copy of *The Return of the Stainless Steel Rat* should contain the following components:

- One 22" x 34" mapsheet
- One sheet of 140 die-cut counters
- One 16-page rules folder
- Two dice (not in *Ares* edition)

If any of these components are missing or damaged, notify SPI, Customer Service Department, 257 Park Avenue South, New York, NY 10010.

Rules Questions

We hope you enjoy this SPI game. Should you have any difficulty interpreting the rules, please write to SPI, phrasing your question so that it can be answered by a simple sentence, word, or number. You must enclose a stamped self-addressed envelope. Write to: SPI, Rules Questions Editor for *The Return of the Stainless Steel Rat*, 257 Park Avenue South, New York, NY 10010

[1.0] Introduction

Once again, the lives of helpless victims are at stake and a champion must be found. A space station dominated by a berserk computer, must be penetrated; the computer, malevolently misprogrammed, must be shut down; the villain, prodded by a motive known to none, must be exposed. And what man alone can accomplish so much without straining your credulity to its breaking point? What master of interstellar derring-do can uncover a plausible solution to an impossible dilemma? Who but Slippery Jim diGriz — the man who has already saved the universe twice — once more abroad in *The Return of the Stainless Steel Rat*.

[2.0] Game Components

GENERAL RULE:

The Return of the Stainless Steel Rat consists of one 22" x 34" map, 140 counters (80 single size and 60 double size), and a 16-page booklet of rules and story paragraphs. The boxed version also includes two 6-sided dice.

CASES:

[2.1] THE MAP

Printed on the game mapsheet are two Tactical Displays and the Space Station map, as well as various tracks and tables. Note that the Space Station is printed around one of the Tactical Displays. The tracks and tables include: two Alertness and Suspension of Disbelief Tracks (one for each Tactical Display); the Terrain Key; the Die Roll Chit Holding Box; the Villain Matrix (16.25); the Hand-to-Hand Combat Effects Table (12.16); the Weapons Table (12.28); the Wound Table (12.47); and the Decompression Table (14.3).

The numbering system printed on the Space Station map identifies each of the boxes on

the map. Outwards, the boxes are numbered A1, A2, A3, B1, B2, B3, C1, C2, and C3. Clockwise, starting and returning to the top of the display, boxes are numbered from 01 to 60. Thus, the topmost box of the display is C301, and the box immediately counterclockwise to it is C360.

[2.2] THE PARAGRAPHS

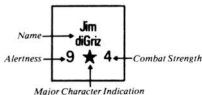
The paragraphs describe all the events that may occur during the game. Each is assigned a three-digit number; these numbers identify the paragraphs and do not affect the sequence in which they are read.

[2.3] THE PLAYING PIECES

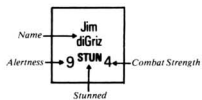
The counters include 36 Villain Chits, 8 Character counters, 7 Robot Stunned markers, 17 Robot counters, 46 Equipment counters, and 26 game markers.

SAMPLE COUNTERS

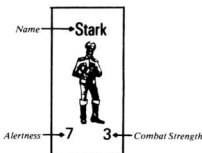
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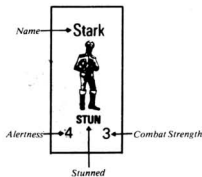
Major Character Counter: Back



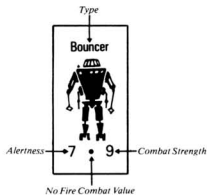
Minor Character Counter: Front



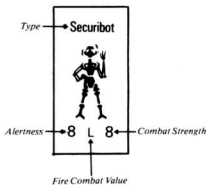
Minor Character Counter: Back



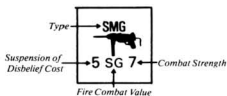
Robot Counter: Front



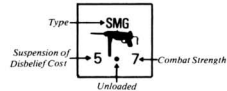
Robot Counter: Back



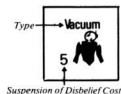
Fire Weapon Counter: Front



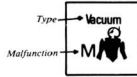
Fire Weapon Counter: Back



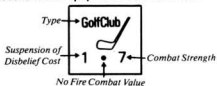
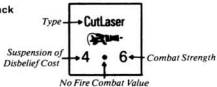
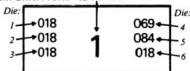
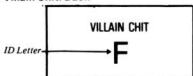
Suit Counter: Front



Suit Counter: Back



Note: All suits are vacuum suits, whether they are armored or not.

Miscellaneous Equipment Counter: Front**Back****Villain Chit: Front** ID Number**Villain Chit: Back****GAME MARKERS**

Front		Back
	STUNNED Robot Character	
	DIE ROLL CHIT	
	DISBELIEF MARKER	
	ALERTNESS MARKER	
	WOUND MARKER Unwounded Wounded	
	BREACH MARKER	
	IMPASSABLE MARKER Door Room	

[3.0] The Cast

Not necessarily in order of appearance.

James "Slippery Jim" diGriz: The galaxy's greatest criminal — and crime fighter — our hero, debonair, balding, with a taste for the finer things in life.

Angelina diGriz: His wife; competent, beautiful, and insanely jealous. If anyone is a match for diGriz, it's another diGriz.

Commander Stark: Grizzled, dour, and a military SOB, Stark is Assistant Chief of Security aboard the space station.

Deputy Commander Trina: Red-haired and attractive, Trina is acting commander of the station.

Dr. Putz: Bearded and somewhat loud, Putz is assistant science officer, originally trained as a geologist.

Rita Marz: Young and somewhat vague, Marz is a waitress at the Mexican Mension, one of the better restaurants on the station.

Joe Woloski, MBA: Pudgy and rather excitable, Woloski is a businessman trapped on the station when it was isolated by the mad computer.

Technician Corona: Greasy and clad in overalls, Corona does most of the station's day-to-day maintenance.

[4.0] Sequence of Play**CASES:****[4.1] HOW TO PLAY THE GAME**

Follow the steps outlined in 4.2 (Set-Up), and then follow the Game-Turn Sequence outlined in 4.3. During each Game-Turn, you will be referred to one or more paragraphs; when referred to a paragraph, read it and follow the instructions therein. When one Game-Turn is completed, begin another. Continue to play out Game-Turns until (a) your character is dead; (b) your Suspension of Disbelief Index exceeds 75; or (c) the computer is deactivated. In the first two cases, you have lost; in the last case, you must refer to the clues given you by the paragraphs in the course of the game, and try to figure out the identity of the villain. You have won if you succeed in (a) activating the computer without spending more than 75 Suspension of Disbelief Points, and (b) correctly identifying the villain.

[4.2] SET-UP**A. Villain Determination**

Sort the Villain Chits and choose one stack of chits, as specified in 5.0. Roll one die and place a Die Roll Chit with the same number as the die roll in the Die Roll Chit Holding Box on the game map.

B. Outfitting

Place the Suspension of Disbelief markers and the Alertness marker on the appropriate tracks on the game map. Place Wound markers on the Tactical Display. Choose the equipment your character is to take with him into the space station, and place counters for such equipment on the Tactical Display.

C. Entrance

Decide whether you wish to play Jim or Angelina. Place your character's counter in any box on the Space Station Map which contains an entry arrow (see Terrain Key).

[4.3] GAME-TURN SEQUENCE**A. Movement**

Examine the position of your character on

the Space Station Map and choose one adjacent box to which you wish him to move. Determine the effects of moving through the door between the two boxes (if any); if there is no door, determine the effect of using the cutting laser. If your character does not have the cutting laser and there is no door, he may not enter the box. Next, move your character's counter into his destination box.

B. Exploration

Determine the contents of the new box. If the box was previously visited, skip this step.

C. Interaction

Unless the box is empty or contains nothing of interest, your character may be forced to make a decision, engage robots or characters in combat, and/or make an Alertness Check. Use the rules for such to resolve this kind of interaction.

D. Reorganization

If the box contains any equipment, your character may pick the equipment up. At the same time, you may move the equipment markers on the Tactical Display and give any allied characters equipment or take equipment away from them. Weapons may be reloaded (if ammunition is available), and pills and first aid kits may be used. Jim may rearrange characters and robots in his control on the Tactical Display; if Jim has been joined by new characters or robots, place their counters on the display.

[4.4] COMBAT SEQUENCE**A. Initiative Determination Segment**

Determine the Alertness Ratings of each being (i.e., characters and robots) involved in combat. The being with the highest Alertness Rating has the First Being Segment; the being with the second highest Rating then has the second Being Segment; and so on, until each being has conducted a Being Segment.

B. First Being Segment

1. **Movement.** The being may either move one box on the Tactical Display or change its facing by 90°; it may not do both.

2. **Equipment.** If the being is stunned, it becomes unstunned, but may take no further action. If it is not stunned and is adjacent to an enemy being, it may engage that being in hand-to-hand combat. If it has a fire weapon, it may use that weapon to attack an enemy being. If it is a character, it may exchange equipment.

C. Subsequent Being Segments

The being with the next highest Alertness Rating repeats Segment B; this continues until all beings have executed a Being Segment. Once they have done so, a new Combat Round is begun. Combat Rounds are repeated until (a) your character is dead, or (b) all your opponents are dead or enslaved.

[5.0] Villain Determination**GENERAL RULE:**

In order to win, you must correctly identify the villain responsible for warping the computer's programming. At various times, your character will meet some of the characters

who may be responsible, and will discover clues which may help him identify the villain. There are six possible villains (see 3.0).

PROCEDURE:

Each of the 36 Villain Chits is a double-sided counter. On one side of each counter is printed a letter from **A to F**; on the other side are six three-digit numbers and a single-digit ID Code (see 2.3).

1. Sort the Villain Chits by letter. Stack all chits with the same ID letter together. Once you have six stacks of six chits each, flip each stack over so that the numbered sides, not the lettered sides, are showing.

2. Shuffle the stacks of Villain Chits around on the table and select one stack at random. The objective is to choose a stack of identically lettered Villain Chits without knowing the letter code of that stack. Move the stacks about on the table until you have forgotten the letters of the various stacks. Choose one stack, and put away the other chits; they will not be needed for the rest of the game. Avoid looking at the letters of the discarded chits.

3. Roll one die and place the Die Roll Chit corresponding to the number rolled in the Die Roll Chit Holding Box on the map.

[6.0] Outfitting

GENERAL RULE:

Before the game begins, you must determine what equipment your character will bring with him into the space station.

PROCEDURE:

1. Examine the equipment counters and choose the equipment you wish to take. Most types of equipment are self-explanatory; some are explained in 11.0.

2. The left-hand number on each equipment counter is its Suspension of Disbelief cost. If you choose a particular piece of equipment, you must pay this cost; move the Suspension of Disbelief markers on their track to reflect the expenditure. Note that the counter limits the equipment which is available. For example, there are only two cutting lasers, and they are printed on the back of a breath mask and the golf club. You may take up to two cutting lasers, and if you take both, you may not also take either that breath mask or the golf club.

3. Take the counters for the equipment you have chosen and place them on the Tactical Display. A vacuum suit (only) may be placed in the Suit box; other equipment must be distributed among the To Hand, On Body, and Leg Sheath boxes. (Equipment that is To Hand may be used at once; using equipment On Body entails a brief delay; and Leg Sheath equipment requires a longer delay.)

Note: You must take a suit and you may take up to eight other pieces of equipment. Additional equipment may also be taken, but doing so entails a Suspension of Disbelief cost. Pay 5 Disbelief Points for each additional piece of equipment (above and beyond the cost indicated on the counter). Place such equipment any convenient place on the Tactical Display. (During play, all excess equipment is considered to be On Body.)

[7.0] Movement

GENERAL RULE:

In the course of the game, move your character's counter on the Space Station map. The map consists of the three multi-colored rings, representing decks, surrounding Jim's Tactical Display. Each ring is separated from the others, and each is subdivided into three bands of rooms. The outer deck is C Deck, the middle B Deck, and the inner A Deck. A Deck is above B Deck, which is above C Deck. Thus, for example, box **A226** is above box **B226**, which is above box **C226**. During movement, your character may move from his current box to any laterally adjacent box; diagonal movement is not permitted. Movement from one deck to the next is permitted only in Accessway boxes, although downward movement is also permitted via the cutting laser.

CASES:

[7.1] ENTRY

[7.11] At the beginning of the game, you must determine where your character will enter the space station.

[7.12] Some boxes on the Space Station Map are marked as potential entry points. Place your character's counter in the Entry Box of your choice.

[7.13] On the first Game-Turn, omit the Movement Step and proceed directly to exploration. It is assumed that the character has reached the entry box without mishap.

[7.2] LIMITATIONS AND RESTRICTIONS

[7.21] After determining the adjacent box to which you wish your character to move, determine the nature of the boundary between the two boxes. There are two types of boundaries between boxes: bulkheads and doors (see Terrain Key). Note that diagonal movement is not permitted, nor may a character jump from one box to another without moving through the intervening boxes (**Exception:** see 7.5).

[7.22] If the boundary is a bulkhead, movement between the two boxes is prohibited unless your character or a character moving with him has the cutting laser To Hand. If the cutting laser is available, follow the procedure outlined in 7.4.

[7.23] If the boundary is a door, the character must open the door before he can move into the box. Follow the procedure outlined in 7.3.

[7.24] If Jim occupies an Accessway box, he may move from his box to a box with the same ID number on an adjacent deck. Thus, a character in A136 could move to B136.

[7.25] If the cutting laser is available, the character may move from one deck to the next lower deck, even if he is not in an Accessway box. In essence, the laser is being used to cut a hole in the floor. Follow the procedure outlined in 7.4; if a breach is successfully made, move the counter one deck downward. Note that the laser may *not* be used to move upward.

[7.26] A character may never move through one of the heavy lines separating decks, even with the cutting laser.

[7.3] DOORS

[7.31] Delegate one character to open the door. If no other characters are accompanying your character, he is automatically assumed to be the one opening the door.

[7.32] Roll two dice; take the number rolled on one die as the first digit of a two-digit number, and the number rolled on the other as the second digit. Refer to the paragraph with the same number as the number rolled. **Example:** if a 2 and a 3 were rolled, refer to paragraph 23.

[7.33] Read the section of the paragraph labelled Door and follow the instructions.

[7.34] The door is impassable if (a) the door is locked and the lockpick is not available; or (b) the door is electrified and the insulated gloves are not available; (c) the door is strung with monofilament and solvent is unavailable. The character may not move through an impassable door; place an Impassable Door marker in the box with the hinges image pointing toward the door. The door will still be impassable if the character returns.

[7.35] If a door is locked and your character (or a being with him) has a loaded laser pistol, laser rifle, slungthrower, or SMG, he may shoot the lock out. The door is automatically opened (remove the Impassable Door marker) and the weapon is automatically unloaded; flip it to its unloaded side. (Note that robot's weapons never become unloaded, and thus robots may shoot out locks with impunity.)

[7.4] THE CUTTING LASER

[7.41] If your character has the cutting laser To Hand, he may move through bulkheads, floors, and impassable doors.

[7.42] Roll two dice and add the numbers rolled; refer to the paragraph corresponding to the resulting number and follow the directions therein. **Example:** If the rolls are 6 and 4, refer to paragraph 10.

[7.43] If you successfully breach a locked door, remove the Impassable Door marker.

[7.44] If you successfully breach a bulkhead or floor, place a Breach marker in the box. If the breach was made in a bulkhead, place the marker with the Bulkhead Breach side up and point the top of the counter toward the side of the box where the breach was made. If the breach was made in the floor, place the marker with the Floor Breach side up.

[7.45] A bulkhead breach opens a permanent means of access between two boxes. On future Game-Turns, your character will be able to move between the two boxes without using either a door or the cutting laser. A floor breach will always allow downward movement to the next deck.

[7.5] SPECIAL MOVEMENT

[7.51] Boxes **A107**, **A123**, **A137**, and **A153** are connected across the center of the space station by a shuttle moving inside a tube. A character may move from any one of these four boxes to any other without moving through a door or using a cutting laser.

[7.52] If your character has a functioning suit, he may move from any Entry Box to any other Entry Box. In essence, he is moving outside the station in space from one Entry Box to another. Any characters with him who lack functioning suits must be left behind.

[7.6] BUGGING OUT

If your character enters a box and you roll for the contents of the box, you may decide to bug out. Return your character's counter to the box from which he entered, place an Impassable Room marker in the box, and continue play.

[8.0] Exploration**CASES:****[8.1] RESTRICTIONS ON EXPLORATION**

[8.11] After moving your character into a new box, determine the contents of the box.

[8.12] Roll two dice, taking one roll as the first digit of a number and the other as the second; refer to the paragraph of the same number.

[8.13] Read the section of the paragraph labelled with the type of box your character has entered (Accessway, Accommodations, Corridor, Industrial, Service).

[8.14] Some paragraphs stipulate that a box is impassable. In such a case, place an Impassable Room marker in the box and move the character back into the box from which he entered. He may not enter the box now or on a future Game-Turn.

[8.15] If you have rolled for an Accessway box and then move from the box to another deck, do not roll again for the new box; it is of the same type (null-grav tube, elevator, or whatever) as the box you left and contains nothing of interest.

[8.2] PREVIOUSLY VISITED BOXES AND CHARACTERS

[8.21] If a character moves through a door or enters a box for which he previously rolled to determine a paragraph number, do not roll again. Presumably, your character dealt with the contents of the box or the door on his previous visit, and no further investigation is necessary. You should find that you rarely forget which boxes your character has visited; if, however, you do forget whether or not he has visited a box, roll for the box on the assumption that he did not.

[8.22] If a paragraph states that your character encounters a character you know to be dead or who is currently accompanying your character, ignore the paragraph. The room is empty of characters, although other aspects of the paragraph description may still apply.

[8.3] ALERTNESS CHECKS

[8.31] A paragraph may require a being to undergo an Alertness Check.

[8.32] To resolve a check, roll two dice, add the numbers rolled together, and compare the resulting total to the being's Alertness Rating. If the number is equal to or less than the Alertness Rating, the being has passed the check. Otherwise, he has failed. The paragraph will stipulate the effects of passing or failing a check.

[8.33] Note that the Alertness Ratings for Jim and Angelina are variable, while the Alertness Ratings of all other beings are constant (except when stunned; see 12.42).

[9.0] Clues**CASES:****[9.1] VOLUNTEERED CLUES**

[9.11] As your character investigates a box, you may be instructed to refer to a Villain Chit. **Example:** You will be told to "refer to Villain Chit #3." In this case, find the Villain Chit with the ID number specified by the paragraph. Note that there are six Villain Chits for each ID number; however, at the beginning of the game, you will have discarded five out of the six. Take the Villain Chit from the stack you chose at the beginning of the game.

[9.12] On each Villain Chit, six three-digit numbers are printed (see 2.3). Find the three-digit number corresponding to the number on the Die Roll Chit. For example, if the Die-Roll Chit number is 1, refer to the first number on the Villain Chit; if it is 4, refer to the fourth number; and so forth.

[9.13] Refer to the paragraph corresponding to the number found on the Villain Chit. **Example:** If the number is 068, refer to paragraph 068. This paragraph will give you a piece of information — a clue. Eventually you will build up a number of clues and from them, you must try to identify the villain.

[9.2] STUMBLING OVER CLUES

During Interaction in any Game-Turn, you may choose to "stumble over" a clue. Spend 5 Suspension of Disbelief Points and move the Disbelief markers accordingly; then refer to the Villain Chit of your choice and to the appropriate paragraph. You may stumble over only one clue per Game-Turn (**Exception:** see 16.2).

[10.0] Combat: Set-Up and Initiative**CASES:****[10.1] SET-UP**

[10.11] All combat takes place on one of the Tactical Displays. If your character is Jim, use the Jim display; if your character is Angelina, use the Angelina display. If both main characters are engaging in combat in the same room, use either display and use the counter of the other character on the display in the same manner as counters for minor characters and robots. The position of your main character is assumed to be the center of the display, and other beings are placed in the concentric rings surrounding his position.

[10.12] Outside the center position, the display is divided into 12 boxes. Three concentric circles — labelled Near, Middle, and Far — are each divided into four quadrants — front, rear, left, and right. Consequently, there are 12 possible positions around the central character.

[10.13] When combat is initiated, a paragraph will describe the deployment of opposing robots and characters. It will state the number and type of robots to be deployed and the names of the characters, the boxes on the display in which they are deployed, and

their facing. **Example:** "Securbot, middle left away" instructs you to place a Securbot counter in the middle ring in the left quadrant of the display and to orient its counter so that the figure's feet on the counter point away from the center (i.e., toward the Far ring).

[10.14] Beings accompanying your main character will already be deployed on the Tactical Display when combat begins; see Reorganization, 15.0.

[10.15] You will note that the robot and character counters are double-sized. When facing inward or outward they will overlap the box boundaries. It should nevertheless be possible to position these counters such that their positions on the display are clear.

[10.2] INITIATIVE

[10.21] The order in which beings (main characters included) move and attack is determined by their Alertness Ratings. The being with the highest Alertness Rating moves and attacks first, followed by the being with the next highest, and so forth. Note that Jim's and Angelina's Alertness Ratings depend on the current positions of their Alertness markers; the Alertness Ratings of all other characters and robots are printed on their counters (see 2.3).

[10.22] If two or more beings have the same Alertness Rating, they move and attack in the following order:

1. Main characters (Jim and Angelina)
2. Beings accompanying main characters
3. Other characters
4. Other robots

Note that there may be more than one being in each category; in such a case, you may decide which acts first.

[10.23] A stunned being's Alertness Rating is always 3 less than its printed rating. This rules does *not* apply to Jim and Angelina.

[11.0] Combat: Movement**CASES:****[11.1] FACING**

[11.11] DURING the movement portion of a Being Segment, the being may either change its facing by 90° or move one box on the Tactical Display, but not both.

[11.12] The facing of a being other than Jim or Angelina is changed by rotating its counter. **Example:** A being facing clockwise on the display could rotate to face inward or outward, but not counterclockwise.

[11.13] The facing of the character at the center of the display (Jim or Angelina) is changed by moving all of the other counters on the display. **Example:** If you want your character to turn left to face the counters in his left quadrant, move all counters on the display one quadrant in a clockwise direction. Thus, the counters which were in his left quadrant are now in his front quadrant; he has turned to the left. If he turned right, all counters would be moved counterclockwise. Note that counters remain in the same

ring, but change quadrants. Remember, when turning Jim, to maintain the same facing for characters and robots who change quadrants (e.g., a robot that faces counterclockwise in Jim's left quadrant continues to face counterclockwise once it is in his front quadrant).

[11.2] MOVEMENT

[11.21] A being may move one box in the direction it faces *only*. For beings other than the main character, move the being's counter into the box its head points toward. It may not move into any other box. If the being is the main character, move all beings in his front quadrant one box inward (i.e., toward the center of the display) — except that beings already in the Near Forward box remain there — and move all beings in the rear quadrant one box away from the center — except that beings already in the Far Rear box remain there. Beings in the left and right quadrants do not move. No facings are changed. **Example:** There are beings in the Near Forward box, the Far Rear box, the Left Middle box, the Right Far box, the Far Forward box, and the Middle Rear box. The first four beings are not moved. The Far Forward being is moved to the Middle Forward box and the Middle Rear being is moved to the Far Rear box.

[11.22] There may be any number of beings in a given box (although only the main character may occupy the center position).

[11.3] UNCONTROLLED BEINGS

[11.31] Characters and robots which are fighting your main character follow a rigid movement procedure. You make no choices for beings you do not control.

[11.32] During the movement portion of such a being's Being Segment, it will move or turn according to the following schedule of preferences — i.e., if **1** applies, it will follow the instructions of **1**; if not, and **2** applies, it will perform **2**, etc.

1. If the being is *not* facing inward, it turns inward. (Note, for example, that if it were facing outward, you could choose whether to turn it clockwise or counterclockwise.)
2. If the being has a Fire Combat Value or equipment with such a value, it does nothing.
3. If the being is in a box containing an enemy being (i.e., one you control), it does nothing.
4. Otherwise, it moves one box inward. (If in the Near box, it does nothing.)

[11.33] Guardians, unlike other robots, may never move; they may turn, however.

[12.0] Combat: Resolution and Equipment

CASES:

[12.1] HAND-TO-HAND COMBAT

[12.11] If, during the equipment portion of its Being Segment, a being is in a box on the

display containing an enemy being, it must engage the enemy being in hand-to-hand combat. Your character and all characters and robots under your control are enemy to all other beings, and vice versa.

[12.12] If there are two or more enemy beings in a box, you may decide which of them is attacked.

[12.13] If an enemy being is in a near box and facing inward, it must engage your main character; this rule supercedes the preceding.

[12.14] Each being has a Hand-to-Hand Combat Strength. The strength of each robot is printed on its counter (see 2.3). Characters have strengths printed on their counters as well. These character strengths are used *only* when a character is defending against a hand-to-hand attack or when it does not have any equipment To Hand. When a character attacks with equipment To Hand, it uses the Combat Strength printed on the equipment counter rather than its own. **Exception:** When Jim or Angelina is attacked by a being in the Near Front box, the Combat Strength of equipment To Hand (if any) is used to defend, not the character's Combat Strength.

Jim dōra 9 ★ 4

Angelina dōra 9 ★ 5

The main characters, unlike others, use their printed strengths in defense only when attacked from the rear or side or when they have no equipment To Hand.

[12.15] To resolve a hand-to-hand attack, subtract the Hand-to-Hand Combat Strength of the being subject to the attack from the strength of the attacking being. Refer to the Hand-to-Hand Combat Effects Table (12.16). Find the number calculated at the top of the table. Roll a die; find the number rolled along the left-hand side. Cross-reference the combat differential with the die-roll to yield a result. Combat results are explained in 12.4.

[12.16] Hand-to-Hand Combat Effects Table (see mapsheet)

[12.2] FIRE COMBAT

[12.21] If a being is not required to engage in hand-to-hand combat and has a fire weapon or Fire Combat Value, it may engage in fire combat instead.

[12.22] Some robots and some pieces of equipment have Fire Combat Values (see 2.3). A robot whose counter has Fire Combat Value is considered to have a fire weapon; a character has a fire weapon if he has a piece of equipment with such a value To Hand.

[12.23] A being facing clockwise or counterclockwise relative to your main character may fire into any of the three boxes in the quadrant toward which it faces. **Example:** A being in the Middle Right box facing counterclockwise could fire into any of the three forward boxes.

[12.24] A being facing outward or inward may fire into the first occupied box in the being's quadrant in the direction it faces. **Example:** A being in the Far Forward box could fire into the Middle Forward box, Near Forward box, or at the main character. If,

however, the Middle Forward box were occupied, the being could fire only into that box and no farther.

[12.25] Beings may only fire at enemy beings. Only one being is the target of a given fire attack. You may decide what being is the target if there is more than one possibility. However, a being you do not control will automatically fire at your main character whenever possible.

[12.26] To resolve fire combat, find the Fire Combat Value of the firing being or equipment at the top of the Weapons Table (12.28). Roll two dice, add the rolls together, and find the number along the left-hand side of the table. Cross-reference die roll and Fire Combat Value to yield a combat effect. (Effects are explained in 12.4.)

[12.27] If one of a main character's arms is wounded, subtract **1** from the Weapons Table die roll when he uses a weapon. If both arms are wounded, subtract **3**.

[12.28] Weapons Table (see mapsheet)

[12.3] SPECIAL FIRE COMBAT RULES

[12.31] Grenades work differently from other kinds of equipment with Fire Combat Values. A character with a grenade To Hand may throw the grenade into any box into which he could fire. *All* beings in that box are subject to a grenade attack; resolve as for other kinds of fire combat. A grenade thrown at your main character also affects all beings in Near boxes. The grenade is removed from play after its effects are determined.

[12.32] Gas guns and gas grenades have no effect on robots or characters wearing functional suits or breath masks. Gas does affect unprotected characters; malfunctioning suits are no protection against gas.

[12.33] The Bartender's weapon, unlike those of other robots, may become unloaded. The Bartender has an **S** rated weapon because he carries a supply of shot glasses which he may propel at great speed. This capability is generally used to slide glasses down a bar, but provides a useful makeshift weapon. A Bartender becomes unloaded in the same way as other weapons; Bartenders may never be reloaded in the course of the game, though they may, of course, engage in hand-to-hand combat.

[12.4] COMBAT EFFECTS

[12.41] As a result of hand-to-hand or fire combat, a being may suffer a combat result of **S** or **D** or no effect at all.

[12.42] An **S** result stuns the target being; if it is a character, flip the counter over to its stunned side; if it is a robot, place a Robot Stunned marker on the robot's counter. A stunned being loses the equipment portion of its Being Segment. It may move and change facing, but cannot initiate hand-to-hand or fire combat or exchange equipment. At the end of its useless Equipment Segment, it becomes unstunned. The Alertness Rating of a stunned being is reduced by **3** for initiative purposes. **Exception:** Jim and Angelina do not suffer a temporary loss of **3** Alertness Points if stunned. Instead, they lose **1** Alertness Point *permanently*; move the Alertness marker to reflect this loss.

[12.43] A **D** result destroys or kills the target being. Remove its counter from play. **Exception:** Jim and Angelina are not killed by **D** results, but are wounded instead. Roll a die and refer to the Wound Table (12.27). The entry corresponding to the die roll will indicate the area of the character's body which is wounded. Flip over the appropriate body part counter on the Tactical Display to the wounded side. If a character is subsequently wounded in the same body area, roll on the Wound Table until an unwounded body area is rolled. A character wounded in all six body areas is dead. A **D** also causes a character's suit to malfunction and costs a main character 2 Alertness Points.

[12.44] A result on the Weapons Table marked with an asterisk (*) indicates that the firing weapon is unloaded. Flip the weapon counter over to its unloaded side. Unloaded weapons may not be used to deliver fire combat attacks. Robots may never become unloaded (**Exception:** 12.33.) Weapon ammunition must be expended to reload unloaded weapons; see 13.2.

[12.45] Your character may avoid a stun result by expending 2 Suspension of Disbelief Points, or avoid a wound by expending 5. Move the Suspension of Disbelief markers to reflect the expenditure and ignore the effects of the combat result.

[12.46] A stunned being remains stunned until the end of its next Equipment Segment. At that time, remove the Robot Stunned marker or flip the character to its unstunned side.

[12.47] **Wound Table** (see mapsheet)

[12.5] EQUIPMENT

[12.51] Characters other than Jim and Angelina may wear a suit and carry one piece of equipment each. This piece of equipment may either be To Hand (represented by placing the equipment counter on *top* of the character counter) or On Body (represented by placing it *beneath* the character counter).

[12.52] During a character's equipment portion of its Being Segment, it may swap one piece of equipment in the To Hand box for a piece of equipment in its On Body box. A character who exchanges equipment may not also engage in hand-to-hand or fire combat.

[12.53] Jim and Angelina may each carry nine (or more) pieces of equipment. During an Equipment Segment, either may (a) swap the contents of his To Hand box for the contents of an On Body box, or (b) swap the contents of an On Body box for the contents of a Leg Sheath box. Note that one of the involved boxes in a swap can be empty. Note also that it effectively takes two Combat Rounds to move a piece of equipment from a Leg Sheath to a To Hand box. A character who exchanges equipment may not also engage in hand-to-hand or fire combat.

[12.54] If a friendly character is in a near box, your main character and he may swap the equipment they each have To Hand. Neither character may otherwise exchange equipment, fire, or engage in hand-to-hand combat during the same Combat Round. Similarly, two characters you control in the same box may swap equipment To Hand. Jim or Angelina may swap equipment with one (only) character per Equipment Segment.

[12.55] Robots may never carry equipment.

[12.6] UNCONTROLLED BEINGS

[12.61] Beings you do not control follow a rigid procedure during the Equipment Segment; you make few choices for beings you do not control.

[12.62] When it is the Equipment Segment of a being you do not control, refer to the Enemy Equipment Flowchart.

[12.63] Look at the question at the upper left-hand side of the flowchart. Answer the question in your mind, and follow one branch of the chart beneath the question, depending on the answer. This will lead either to an instruction, or to another question. If the branch leads to an instruction, follow the instruction. If answering a question on the flowchart leads to another question, answer that question and continue answering questions and moving down the flowchart until an instruction is reached. Follow that instruction; the Segment for the being is now over.

[12.64] Enemy Equipment Flowchart (see page 16)

[13.0] Special Equipment Rules

CASES:

[13.1] ELECTRIC PROD

Although the electric prod is listed on the Weapons Table, it is not a fire combat weapon. It is used exclusively in hand-to-hand combat. When a character with a prod To Hand initiates a hand-to-hand attack, roll on the Weapons Table under the **E** column and apply the result to his target, instead of resolving the attack normally.

[13.2] RELOADING WEAPONS

If Jim or Angelina has a weapon reload On Body for a weapon that is To Hand, he may expend the weapon reload (remove it from play) and reload the weapon during the equipment portion of the Being Segment. Flip the weapon counter over to its loaded side. Reloading a weapon takes a full Equipment Segment, during which time no other action may be taken. Unloaded weapons may also be reloaded during Reorganization.

[13.3] CIGARS

If a character has the humidifier To Hand during and Equipment Segment, he may light a cigar. For the remainder of the Interaction (i.e., for the rest of the combat in which the cigar is lit), 1 is subtracted from all Weapons Table die-rolls when the character is subjected to fire from an **L** or **LR** weapon. He need not keep the humidifier To Hand to continue receiving this benefit. This rule represents the attenuating effects of smoke on laser fire. The humidifier is considered to contain an unlimited number of cigars, so the character may smoke a cigar each time he enters combat if you like.

[13.4] SUITS

If the target of fire from an **L** or **LR** weapon is

wearing a suit with reflective armor, 3 is subtracted from the die roll on the Weapons Table. If the target of a fire combat attack from a **S** or **SG** weapon or an explosive grenade is wearing a suit with body armor, 3 is subtracted from the die roll on the Weapons Table. Robots and characters wearing functional suits are never affected by gas guns or grenades. A malfunctioning suit does not protect against gas, but still affects fire if it includes reflective or body armor.

[13.5] ROBOT SLAVERS

Robot slavers, unlike all other kinds of equipment, have two Combat Strengths. The first is for use against characters, and the second for use against robots. If a character with a robot slaver To Hand inflicts a **D** combat result in hand-to-hand combat on a robot, you immediately gain control of the robot, and retain control for the remainder of the game.

[13.6] GRENADES

Illumination Grenades: When combat occurs in a dark area (see 14.2), a character may throw an illumination grenade into any box on the Tactical Display. For the remainder of the combat, the display is considered lit; darkness rules cease to apply.

Smoke Grenades: Smoke grenades are thrown in the same manner as other grenades. A box on the Tactical Display into which a smoke grenade is thrown is considered full of smoke for the remainder of the combat; beings in smoke-filled boxes are subject to darkness rules (14.2), and beings outside smoke-filled boxes may not fire into or through such boxes.

[13.7] NOSTRUMS

[13.7.1] **First Aid Kits and Pain Pills**
During Reorganization, your character may expend either of these pieces of equipment to cure one wound. Remove the equipment counter from play, and flip over a Wound marker to its unwounded side. Alertness Points lost as a result of a wound are *not* restored by first aid kits or pain pills.

[13.7.2] **Scotch and Pop Pills**
During Reorganization, your character may expend either of these pieces of equipment to increase your character's Alertness Rating by two points. Move the Alertness marker to reflect this increase. The increase is considered permanent within the scope of the game. Your character *may* increase his Alertness above 9. If he does so, flip the Alertness marker over to the +10 side and assume that the Alertness Rating is actually ten greater than indicated by the marker's position.

[13.8] MISCELLANEOUS EQUIPMENT

[13.8.1] **Flashlight**
A character with a flashlight On Body may ignore the effects of darkness (14.2), but *not* the effects of smoke.

[13.8.2] **Insulated Gloves**
Some paragraphs describe electrified doors. If your character has insulated gloves To Hand when you turn to such a paragraph, he is protected against the effects of electrification.

[13.8.3] **Lockpick**
Some paragraphs describe locked doors. If

this is the case, and your character has the lockpick, you may immediately swap the equipment your character has To Hand with the lockpick. The door will now open (but your character will have the lockpick To Hand, which may not be terribly useful if the room he enters contains enemies).

[13.84] Monofilament Solvent

Some paragraphs describes doors strung with monofilament traps. Monofilament is a molecule-thin fiber capable of cutting through almost anything. Your character will be unable to move through such a door unless he has the monofilament solvent. The solvent is removed from play and the door becomes passable.

[14.0] Vacuum and Darkness

CASES:

[14.1] VACUUM

[14.11] Some paragraphs stipulate that a box is vacuum-filled. If your character enters such a box from one that does not contain vacuum, he (and all beings with him) undergo decompression.

[14.12] For each robot and for each character wearing a functional suit, roll two dice and refer to the Decompression Table (14.3). Find the entry on the table corresponding to the die roll.

[14.13] For each character without a suit or with a malfunctioning suit, roll one die, add 6 to the die roll, and refer to the Decompression Table.

[14.14] A result of Equipment Breakage means that one piece of equipment carried by the character (if any) is destroyed and removed from the game (you may decide which); a result of Suit Malfunction means that the character's suit (if any) is no longer air tight; flip the suit counter to its Malfunction side. Other results are per the combat results.

[14.2] DARKNESS

[14.21] Some paragraphs stipulate that a box is dark. When combat occurs in such a box, hand-to-hand combat is unaffected, but movement is affected.

[14.22] During a being's Movement Segment, roll a die; on a roll of 1 or 2, the being turns left; on a roll of 3 or 4, it moves ahead; on a roll of 5 or 6, it turns right. This rule applies to major characters as well as other beings on the display.

[14.23] During a being's Equipment Segment, it will engage in hand-to-hand combat if possible; otherwise, it will automatically fire a weapon or throw a grenade if it can. A character will fire a weapon if it has one To Hand. The weapon is fired forward. If there is a being in the line of fire (regardless of whether it is friendly or enemy), it is subject to a fire combat attack. If there is more than one potential target, determine which is to be the target of the attack by some random method.

[14.3] DECOMPRESSION TABLE (see mapsheet)

[15.0] Reorganization

PROCEDURE:

During Reorganization, determine what equipment is available, including equipment in the room according to the paragraph description and equipment carried by defeated enemies. You need not pay Suspension of Disbelief Points for equipment you pick up while in the space station. Then, exchange and allocate equipment as you wish. Equipment may be moved from box to box on the Tactical Display, given to or taken from friendly characters, etc. The only limitations are the limitations on the amount of equipment each character may carry. At any time, you may increase the carrying capacity of your main character by one piece of equipment by spending 5 Suspension of Disbelief Points. Note that taking more than nine pieces of equipment initially increases your character's carrying capacity for the rest of the game.

If you leave any equipment behind, place the equipment counters in the box on the Space Station map. You may return at a later Game-Turn in order to pick it up if you wish. Jim and Angelina may remove their vacuum suits if you wish. Removing a suit opens up an empty box on the Tactical Display which may be used to hold any other piece of equipment. The "suit" box becomes an On Back box, and is treated in the same manner as Leg Sheath boxes. A suit may be redonned during Reorganization on any subsequent Game-Turn. Minor characters may *not* carry two pieces of equipment by forgoing a suit.

Once equipment is dealt with, arrange all characters and robots under your control on the Tactical Display. The counters of beings accompanying your character are always placed on the Tactical Display. They may have any facing and may be in any quadrant(s), but must always be placed in near boxes. During reorganization, you may freely change the positions of friendly beings, within these restrictions.

[16.0] Deactivating the Computer and Winning

CASES:

[16.1] DEACTIVATING THE COMPUTER

[16.1.1] The computer is located in box B216. When your character enters this box, turn immediately to paragraph 75. Once you have followed the instructions of that paragraph, the computer is considered deactivated.

[16.1.2] Immediately after deactivating the computer, you may "stumble over" any number of clues (see 9.7).

[16.2] IDENTIFYING THE VILLAIN

[16.2.1] Once you have deactivated the computer, you must attempt to identify the villain. State your best guess as to the villain's identity, then flip over the Villain Chits.

[16.2.2] Refer to the Villain Matrix (16.25) and cross-reference the ID letter on the Villain Chits with the number of the Die Roll Chit in the Die Roll Chit Holding Box. This will yield a three-digit number.

[16.23] The three-digit number from the Matrix is the paragraph number which identifies the villain. Refer to this paragraph and find out whether you were correct.

[16.24] If your guess was correct, and your Suspension of Disbelief Index is 75 or below, you have won the game.

[16.25] Villain Matrix (see mapsheet)

[16.3] SUSPENSION OF DISBELIEF

[16.31] If, at any point, your character dies, the Suspension of Disbelief Index exceeds 75, or you incorrectly identify the villain, you have lost the game.

[16.32] Add 5 Suspension of Disbelief Points for each character your main character killed during the game. You lose no points if (a) you "killed" the character with gas (which actually knocks out the character for the duration of the game), or (b) the character attacked your character first.

[17.0] Playing with Two Players

GENERAL RULE:

If two people wish to play *Return of the Stainless Steel Rat*, one plays Jim and the other Angelina. Each has his own Tactical Display.

PROCEDURE:

During set-up, the two players alternate choosing equipment, so each has a fair chance for the equipment he wants.

The players' characters must enter at different points on the Space Station Map.

During the game, the player's alternate Game-Turns.

If one player's character enters a box previously visited by the other player's character, the box will be empty save for equipment left by the first player.

The two players may not engage in combat with one another.

If the two players' characters meet one another, they may, at the players' option, move together; the players then take each Game-Turn at the same time. They engage in combat together; place one of the characters' counters on the Tactical Display of the other, in the same manner as for minor characters. When an enemy being is directed to attack a "major character," it should attack either Jim or Angelina, whichever is nearer.

When a player's character deactivates the computer, he immediately has a chance to identify the villain. If he does so successfully (and his Suspension of Disbelief Index is 75 or less), he has won; otherwise, he has lost. If he loses, the other player must immediately attempt to identify the villain (he may stumble over as many clues as he likes before he does so); if he correctly identifies the villain and his Suspension of Disbelief Index is 75 or less, he has won. Otherwise, he has lost as well; it is possible for both players to lose.

Note that both players use the same set of Villain Chits.